TEN LITTLE INDIANS

The following clues have been included to help those of you who are experiencing difficulty in making progress in 'Ten Little Indians'.

It must be stressed that direct answers to questions will not be given here. The comments will merely try to help the Player in the right direction so that the mind may be able to solve the puzzle by itself.

The game is split into four sections, each section has been kept separate from the next, so that nothing is given away too lightly.

From the Train to the Wharf

This offence starts you [illegible] nothing seems to be happening but just you WAIT!

I would remind you to EXAMINE everything.

Think of a DATE with a SAFE.

To a MAZE of country roads a confusing [illegible] perhaps [illegible] should try N-N-E.

[illegible] the MUD [illegible] you.

I [illegible] STAMP once FOOT on this old wharf.

From the Wharf to the Front of the Mansion

[illegible] a SWIM [illegible] pretty low [illegible] VEG at times.

[illegible] N-W-N-W-W [illegible].

[illegible] through the lower window [illegible] NOSE.

That [illegible] won't open, what's the KEY [illegible] whether?

From the Front of the Mansion to the Roof

I [illegible] GO to the WINDOW [illegible]

[illegible] CLIMB [illegible] HUNTA [illegible]

I'll find very [illegible] CLIMB [illegible] the BALUSTRADE [illegible] maybe even JUMP to [illegible]

[illegible] SOUTH [illegible] perhaps JUMP [illegible]

From the Roof to the end

Someone's been PLAYING [illegible] ARM [illegible] BATHROOM

[illegible] SPANNER [illegible] DISMANTLE the ARMOUR

I would find [illegible] through a CHISEL or where [illegible] HAMMER [illegible] TILES.

I really think you have had enough clues to finish. [illegible] remember two things:

1. [illegible] and make a STAND
2. Get the next MYSTERIOUS ADVENTURE from your dealer [illegible]

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